

What is claimed is:

1. A method for providing a name service in a gaming network including gaming machines, the method comprising:
 - instantiating a name service on the gaming network;
 - receiving one or more service requests from a gaming client; and
 - processing the one or more service requests between the gaming client and the name service, said service requests conforming to an internetworking protocol.
2. The method of claim 1, wherein the name service comprises a web service.
3. The method of claim 2, wherein the service request is formatted according to a service description language.
4. The method of claim 3, wherein the service description language is a Web Services Description Language (WSDL).
5. The method of claim 2, wherein the name service is registered in a UDDI registry.
6. The method of claim 1, wherein the gaming client comprises a gaming machine.
7. The method of claim 1, wherein the gaming client comprises a service provider.
8. The method of claim 7, wherein the name service is provided at a well known location.
9. The method of claim 8, wherein the well known location comprises a TCP/IP address and port.
10. The method of claim 8, wherein the well known location comprises a message queue.

11. The method of claim 1, further comprising returning a name binding to the gaming client.
12. The method of claim 11, wherein the name binding comprises a TCP/IP binding.
13. The method of claim 11, wherein the name binding comprises a URL binding.
14. The method of claim 11, wherein the name binding comprises a file name binding.
15. A gaming network system providing a name service, the gaming network system comprising:
 - a gaming client communicably coupled to the gaming network;
 - a name service communicably coupled to the gaming network and operable to:
 - receiving one or more service requests from the gaming client; and
 - processing the one or more service requests between the gaming client and the name service, said service requests conforming to an internetworking protocol.
16. The gaming network system of claim 15, wherein the name service comprises a web service.
17. The gaming network system of claim 16, wherein the service request is formatted according to a service description language.
18. The gaming network system of claim 17, wherein the service description language is a Web Services Description Language (WSDL).
19. The gaming network system of claim 16, wherein the name service is registered in a UDDI registry.

20. The gaming network system of claim 15, wherein the gaming client comprises a gaming machine.

21. The gaming network system of claim 15, wherein the gaming client comprises a service provider in the gaming network.

22. The gaming network system of claim 15, wherein the name service is provided at a well known location.

23. The gaming network system of claim 22, wherein the well known location comprises a TCP/IP address and port.

24. The gaming network system of claim 22, wherein the well known location comprises a message queue.

25. The gaming network system of claim 22, wherein the well known location comprises a public method invocable by the gaming client.